



ELSEVIER

Artificial Intelligence 129 (2001) 319–320

**Artificial
Intelligence**

www.elsevier.com/locate/artint

Author Index—Volume 129 (2001)

Bonet, B. and H. Geffner	
Planning as heuristic search	5– 33
Dechter, R., see Kask, K.	91–131
Dechter, R., see Zhang, W.	1– 4
Edelkamp, S., see Korf, R.E.	199–218
Geffner, H., see Bonet, B.	5– 33
Hansen, E.A. and S. Zilberstein	
LAO*: A heuristic search algorithm that finds solutions with loops	35– 62
Iida, H., see Seo, M.	253–277
Junghanns, A. and J. Schaeffer	
Sokoban: Enhancing general single-agent search methods using domain knowledge	219–251
Kask, K. and R. Dechter	
A general scheme for automatic generation of search heuristics from specification dependencies	91–131
Koenig, S.	
Minimax real-time heuristic search	165–197
Korf, R.E., M. Reid and S. Edelkamp	
Time complexity of iterative-deepening-A*	199–218
Korf, R.E., see Zhang, W.	1– 4
Meseguer, P. and C. Torras	
Exploiting symmetries within constraint satisfaction search	133–163
Müller, M.	
Partial order bounding: A new approach to evaluation in game tree search	279–311
Reid, M., see Korf, R.E.	199–218
Schaeffer, J., see Junghanns, A.	219–251
Seo, M., H. Iida and J.W.H.M. Uiterwijk	
The PN*-search algorithm: Application to tsume-shogi	253–277
Steinberg, L.	
Searching stochastically generated multi-abstraction-level design spaces	63– 90
Torras, C., see Meseguer, P.	133–163

- Uiterwijk, J.W.H.M., see Seo, M. 253–277
Zhang, W., R. Dechter and R.E. Korf
 Heuristic search in artificial intelligence 1– 4
Zilberstein, S., see Hansen, E.A. 35– 62

